

## Attrition Test Plan

### Format:

- A. Identification and Classification
- B. Instructions
- C. Expected Result

- A. Save Progress
- B. Press Save Game
- C. Game should be backed up and ready to be loaded

- A. Load Progress
- B. Press Load Game
- C. Game should successfully load a previous saved game

- A. Enable and Disable Game sounds
- B. Click the mute game sounds button
- C. Game should successfully mute and unmute sounds

- A. Enable and Disable Game music
- B. Click the mute game music button
- C. Game should successfully mute and unmute the music

- A. Be able to customize the color of the main character
- B. Select customize character -> choose color
- C. Game should successfully change the color of your character to the selected color

- A. Be able to place a tower
- B. Buy Tower Button -> select a tower from the list of towers
- C. The system should place the tower in the area designated by the user

- A. Be able to sell a tower
- B. Click on the tower -> Select Sell tower
- C. The tower should be deleted and return the user a set amount of money

- A. Be able to upgrade a previously purchased tower
- B. Click the tower -> Select Upgrade
- C. The game should upgrade the functions of the tower and remove some money from the player

- A. Be able to move a tower slightly each turn
- B. Click on a tower -> select move -> select location
- C. The tower should be moved to the selected location

- A. Be able to move your character freely about the map
- B. User presses a directional key
- C. The main character moves in the direction specified

- A. Be able to attack enemy units with your character
- B. Press attack button
- C. Main character should fire a projectile in the direction it is facing

- A. Be able to manually send a new wave after the previous wave is finished
- B. Press next wave button
- C. Game should send another wave, regardless of time left

- A. Be able to begin a new game
- B. Press start new game -> select a difficulty
- C. A new game is started with the selected difficulty

- A. Be able to exit the program
- B. Click Exit
- C. Program should successfully exit

- A. Be able to enter the settings page
- B. Click on the settings button
- C. The settings user interface should appear

- A. Be able to view high scores
- B. Click the high scores button
- C. The user's previous high scores should be displayed by the system.